

1. In a system including a server having a store, the store accessible by one or more clients, wherein the one or more clients accesses items to the store, a method for implementing events in the store when the one or more clients accesses items in the store, the method comprising the acts of:

registering an event object with the store, wherein conditions of the event are defined;

detecting when a client accesses an item within the store, wherein the conditions of the event are satisfied by the access; and

firing the event, wherein the event object is called by the event.

2. A method as defined in claim 1, wherein the act of registering an event object further comprises the act of registering the event object with at least one folder within the store.

3. A method as defined in claim 1, wherein the event is one or more of, saving the item, deleting the item, copying the item, moving the item, modifying the item, starting a mail database, stopping a mail database, and an expiration of a timer.

4. A method as defined in claim 1, wherein the act of detecting when a client accesses the item within the store further comprises the act of detecting when the client performs one of:

the act of saving the item within the store;

the act of deleting the item within the store;

the act of copying the item within the store;

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1 the act of moving the item within the store; and
2 the act of modifying the item within the store.

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4 5. A method as defined in claim 1, wherein the event is a synchronous event.

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6 6. A method as defined in claim 5, further comprising the act of calling the
7 event object registered for the synchronous event before committing the item to the store.

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9 7. A method as defined in claim 6, wherein the event object receives complete
10 control over the item.

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12 8. A method as defined in claim 6, further comprising the act of committing
13 the item to the store after the synchronous event object operates.

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15 9. A method as defined in claim 5, further comprising the acts of aborting the
16 event object and failing to commit the item to the store.

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18 10. A method as defined in claim 1, wherein the act of registering the event
19 object further comprises the act of saving the item to the store.

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21 11. A method as defined in claim 1, wherein the act of firing the event further
22 comprises the act of committing the item to the store after the event object executes.

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12. A method as defined in claim 1, further comprising the act of calling a second event object, wherein the second event object has a lower priority than the first event object, and wherein an event source passes the item to the second event object.

13. A method as defined in claim 1, wherein the event is an asynchronous event.

14. A method as defined in claim 13, wherein the event object is an asynchronous event object, and wherein the asynchronous event object is called after the item is committed to the store.

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15. In a system including a server having a store, the store accessible by one or more clients, a method for committing an item to the store, the method comprising the acts of:

- accessing the item within the store by a client;
- firing an event for the item;
- calling an event object, wherein the event object is registered for the event;
- providing the event object with control of the item; and
- committing the item to the store after the event object executes.

16. A method as defined in claim 15, wherein the event is one or more of, saving the item, deleting the item, copying the item, moving the item, modifying the item, starting a mail database, stopping a mail database, and an expiration of a timer within the store.

17. A method as defined in claim 15, wherein the act of accessing the item within the store further comprises the client performing at least one of:

- the act of saving the item within the store;
- the act of deleting the item within the store;
- the act of copying the item within the store;
- the act of moving the item within the store; and
- the act of modifying the item within the store.

18. A method as defined in claim 15, further comprising the act of registering the event within the store.

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2 19. A method as defined in claim 18, further comprising the act of registering
3 the event with one or more folders within the store.

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5 20. A method as defined in claim 15, wherein the act of providing the event
6 object with control of the item further comprises the act of passing the item to the event
7 object.

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9 21. A method as defined in claim 15, wherein the act of providing the event
10 object with control of the item further comprises the act of passing a pointer to the item to
11 the event object.

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13 22. A method as defined in claim 15, wherein the event is a synchronous event
14 and wherein the event object is a synchronous event object.

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16 23. A method as defined in claim 22, further comprising the act of suspending
17 the act of committing of the item to the store until after the synchronous event object
18 executes.

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20 24. A method as defined in claim 22, further comprising the act of the event
21 object aborting the act of committing the item to the store.

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23 25. A method as defined in claim 15, wherein the event is an asynchronous
24 event and the event object is an asynchronous event object.

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26. A method as defined in claim 25, wherein the asynchronous event is called after the item is committed to the store.

1 27. In a system including a server having a store, wherein one or more clients
2 have access to the store, a method of executing application logic upon access of an item
3 within the store by a client, the method comprising the steps for:

4 registering the application logic with at least a portion of the store for an
5 event;

6 firing the event when the client accesses the item in the portion of the store;

7 if the event is a synchronous event, then

8 suspending the access of the item by the client;

9 providing complete control of the item to the application logic,
10 wherein the application logic executes; and

11 if the application logic does not abort, resuming the access of the
12 item by the client and committing the item to the store.

13 if the event is an asynchronous event, then

14 committing the item to the store; and

15 calling the application logic, wherein the application logic does not
16 have complete control of the item.

17
18 28. A method as defined in claim 27, wherein the event is one or more of,
19 saving the item, deleting the item, copying the item, moving the item, modifying the item,
20 starting a mail database, stopping a mail database, and an expiration of a timer within the
21 store.

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23 29. A method as defined in claim 27, wherein the step of firing the event when
24 the client accesses an item further comprises at least one of the steps for:

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saving the item within the store by the client;
deleting the item within the store by the client;
copying the item within the store by the client;
moving the item within the store by the client; and
modifying the item within the store by the client.

30. A method as defined in claim 27, wherein the step of registering further comprises the step for registering the application logic with at least one folder of the store.

31. A method as defined in claim 27, wherein the step of providing complete control of the item to the application logic further comprises the steps for providing the item to the application logic and committing the item to the store after the application logic operates on the item.

32. A method as defined in claim 27, wherein the step for firing the event does not require the client to be connected with the server.

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1 33. In a system including a server having a store, the store accessible by one or
2 more clients over one or more networks, a computer program product for implementing a
3 method for firing an event when a client accesses the store, the computer program product
4 comprising:

5 a computer-readable medium carrying executable instructions for
6 performing the method, wherein the method includes the acts of:

7 registering an event object with the store, wherein conditions of the
8 event are defined by registration;

9 accessing an item within the store by a client, wherein the conditions
10 of the event are satisfied by the access; and

11 firing the event, wherein the event object is called by the event.
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13 34. A computer program product as defined in claim 33, wherein the act of
14 registering an event object further comprises the act of registering the event object with at
15 least one folder within the store.
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17 35. A computer program product as defined in claim 33, wherein the event is
18 one or more of, saving the item, deleting the item, copying the item, moving the item,
19 modifying the item, starting a mail database, stopping a mail database, and an expiration of
20 a timer.
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22 36. A computer program product as defined in claim 33, wherein the event is a
23 synchronous event, and wherein the act of calling the event object registered for the
24 synchronous event occurs before committing the item to the store.

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37. A computer program product as defined in claim 33, wherein the event
object receives complete control over the item.

38. A computer program product as defined in claim 33, further comprising the
act of committing the item to the store.

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